```
Main.MainScreen.AddBook → FileOperation.FileUtility.AppendBlock

Main.MainScreen.AddBook → Bookfeatures.BookFeature.BookToByteArrayBlock

Bookfeatures.BookFeature.BookToByteArrayBlock → LibraryManagement.ConversionUtility.IntegerToByteArray

Bookfeatures.BookFeature.BookToByteArrayBlock → LibraryManagement.ConversionUtility.StringToByteArray
```